

Title: Britanian, I am!

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Chapter One

I was introduced to this land with no family and no friends. My name is Jacob Babarian.

Standing in front of a strange building on an unknown cobblestone street alone for what seemed like an eternity, I thought to myself, "since there is nothing without, I should look within."

Ignoring my surroundings, I began taking an inventory of myself, my skills, and my possessions.

What better way to begin a journey, than to know where you begin?

Chapter Two

I chose Vesper because it seemed as likely a place to begin one's life as any city. I was seeing Vesper for the first time and it was impressive. Vesper is "The Walled City." I ran from building to building over the clean stone streets taking in all the scenery I could find. The newness of it all was a continual source of excitement.

However, I noted how few people I would see and how busy or self-interested they seemed. Although the city had all the

amenities a person could need, I still longed for more interaction. I decided then that I must travel to another city. The capital city, Britain!

Chapter Three

My first thought was to leave immediately, but I was still only wearing the clothes on my back and carrying my practice mace and 1000 gold pieces. I made my way to the armorer and bought a full set of platemail armor leaving me with very little money. To my shock and disappointment, I found I was unable to wear even the smallest piece of the armor. I was too weak. The armorer was only too eager to buy it all back... at half the price I paid. I accepted his price and sold the armor back. In my excitement and inexperience, I immediately purchased a full set of the next less expensive armor; ringmail. Again, to my dismay, I was too weak to wear it. Guess who was willing to pay half the selling price for it? Finally, I had just enough gold to purchase studded leather. With very little money, few possessions, and no prospects, I thought I should find a way to earn a living. The trip to Britain was still on my mind and I mused, "I'll be killing animals for practice anyway... I might as well try tailoring!" After buying a scissors and

sewing kit from the tailor, I had less money than is needed to buy a pie! Let me NOW go to Britain!

Chapter Four

After a quick run, I arrived in Britain.

There were so many people I could hardly move. So many people talking, trading, buying, selling, and dropping things. I ran to pick up every little thing dropped because I knew I could sell these to the shop owners of Britain.

The citizens of Britania can be very generous with their discards! I gathered the items and sold them, keeping a few things for myself.

This activity helped, but the bulk of my money was made with my work at tailoring.

Chapter Five

With money in the bank and my skills increasing, I began to notice that I felt very warm inside when I approached Britain. I have now visited all the cities accessable by the permanent moongates. However, none feel like home. I am a citizen of Britain.

Tricks and tips I have learned and wish to impart to you:

Press and hold the right mouse button to walk (as normal) but also press the left button and then release both buttons.

Do this right and you can 'stick' the walk command and move great distances with

less effort.

If a conversation is important to you, keep the journal open in case you miss something. Don't ask someone to repeat something. Use the ALT-J button combination to quickly access the journal. Also, learn all the combos you can like ALT-P for your persona image and ALT-I for your bag.

Create your own macros and write them down for quick reference. Macros for saying things repeatedly or to use vital skills.

Be patient with slow typists. Even if your character is not nice, what will leaving help you if you need an answer and cannot wait for the answer?

Do not form a guild. There are hundreds of them so you would benefit from (and save money by) joining another guild.

If you create items with a skill like carpentry or tinkering, do not litter the ground with so many items. Make sellable items and sell them or leave few lying around for newbies to snatch up. Also, why not hang around the shop associated with your profession if you're going to be still for a

great while practicing.

This game is about survival. Sometimes you may need to seize an opportunity. Respect others rights but care for your own.

Be aware how long it takes between your weapon blows. Hit and move! Monster move more slowly than you do so you can hit and get away from their strikes and move in again when you are ready to hit.

Dress nicely, a little. naked people walking around look really stupid. I'm serious.

I would like to integrate voice technology into the game. Products that allow us to talk as well as type. Please join me and find existing programs that do this (I won't advertise here) or create new ones. Buy a mic and headphone combo.